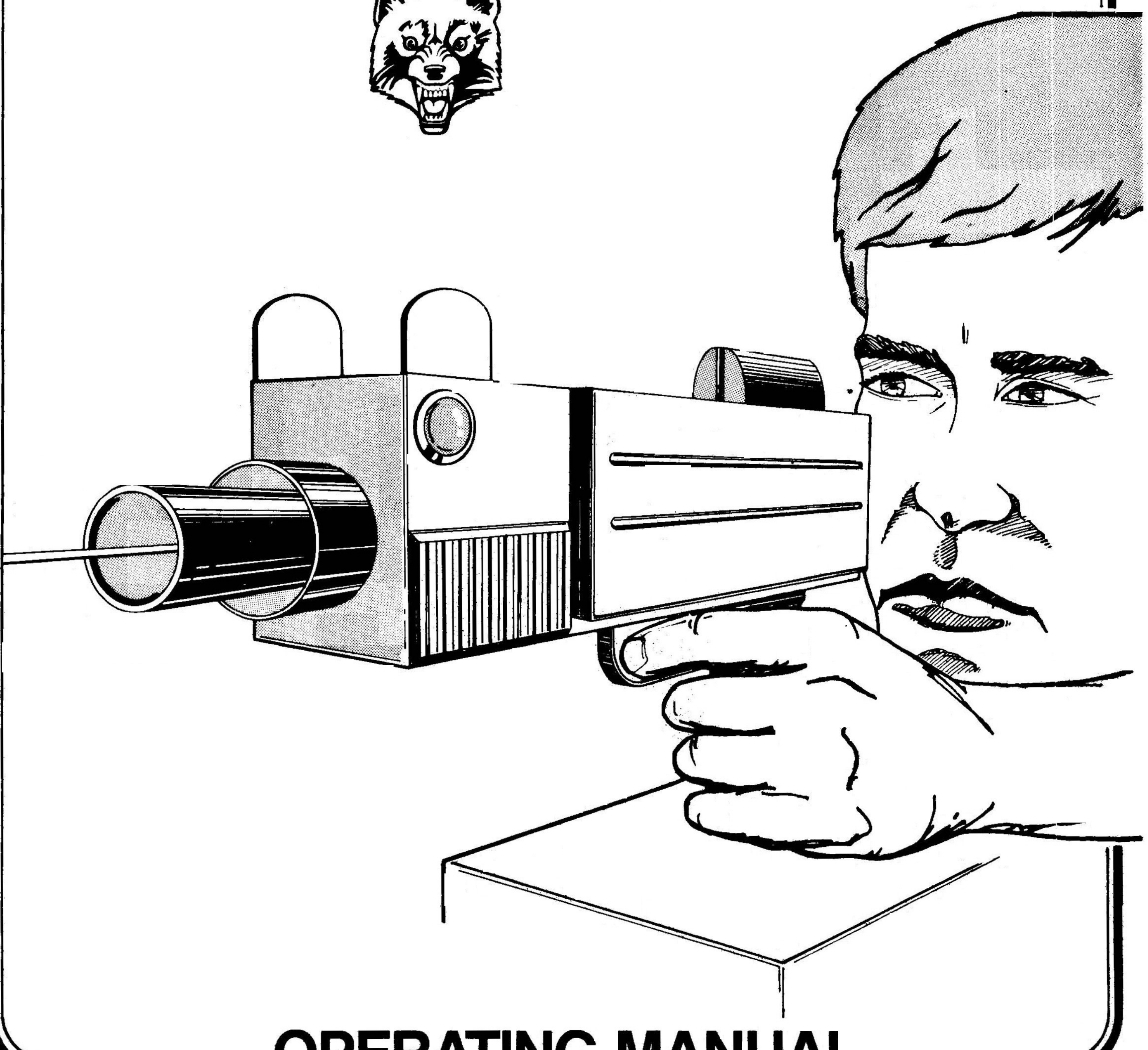
OPERATION WOLF™



OPERATING MANUAL

GAME INSPECTION

OPERATION WOLF is ready to use when received. You should however carefully inspect the unit. This is to insure that the unit is in perfect condition. Be sure to verify the following before turning the unit on.

Examine external cabinet for chips, dents, or broken parts.

Check:
Plug-in connectors to see that they are firmly seated.
All player control connections.
For loose components on P.C. Board.
Fuses, making sure they are firmly in holders.
Coin mechanisms.
For loose foreign objects, especially metal, screws, or parts which might cause electrical problems.

POWER REQUIREMENTS

The game is shipped ready for operation at 120VAC, 60Hz with a power consumption of approximately 250 watts.

CAUTION

FOR SAFE OPERATION IT IS RECOMMENDED THE CABINET BE GROUNDED. THIS GAME IS EQUIPPED WITH A THREE CONDUCTOR POWER CABLE. THE THIRD CONDUCTOR IS THE GROUND CONDUCTOR AND WHEN THE CABLE IS PLUGGED INTO AN APPROPRIATE RECEPTACLE, THE GAME IS GROUNDED. THE OFFSET PIN ON THE POWER CABLE'S THREE-PRONG CONNECTOR IS THE GROUND CONNECTION.

LOCATION SPACE REQUIREMENTS

DEPTH: 36″
WIDTH: 25″
HEIGHT: 72″
WEIGHT: 225 lbs.

GAME INSTALLATION

The following precautions should be followed when installing the game:
Avoid rough handling of game, the picture tube is fragile. Avoid installing the game where it may receive excessive sunlight or heat, to prevent a rising internal temperature. Do not install in a damp or dusty location.

If problems occur or technical assistance is required, contact our customer service department at (312) 520-9280.

INTRODUCTION

You're a soldier on a mission in Operation Wolf. The outstanding graphics take you through 6 screens of daring adventure to rescue hostages held by the enemy. You have your gun and mortar rockets at your disposal to get the hostages safely aboard the airplane and home to freedom.

OPERATION WOLF

How to play:

- Game starts by inserting coin(s) and pressing the start button.
- Continuous firing can be made by holding the trigger.
- Mortar rockets can be launched by pressing the button on the side of the gun.
- After finishing the opening scene, 6 screens appear.
- The 6 screens have the following effect on the game play:

Communication facility . . . . . . If this scene is not cleared, the number of enemies increase (little by little) whenever another scene is cleared.

Jungle . . . . If this scene is cleared, the concentration camp can be selected in the the next level.

Ordinance facility . . . . If this scene is cleared, the number of bullets and mortars increase.

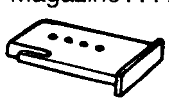
Village community . . . . If this scene is cleared, 20 units of damage are recovered.

Concentration camp . . . . If this scene is cleared, the hostages appear from the edge of the screen or barracks and cross the screen. If the player lets them cross without hitting them, one hostage is rescued. Sometimes a knife-carrying enemy goes after a hostage. If the player cannot hit this enemy, the hostage is killed. Game ends when all the hostages have been killed even if this scene is cleared. (Extra care must be taken for this.)

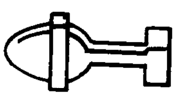
Airport . . . . In this scene, the number of the hostages rescued in the concentration camp appear. These hostages can be rescued by letting them board the plane. If all of them are killed, game ends even if this scene is cleared.

- Enemies shoot at the player after flashing. If hit, the player is damaged, Enemy knives, hand grenades and rockets can be destroyed by hitting them before they reach the lower part of the screen.
- Main items

Magazine . . . . When getting this item, 30 bullets are added. (One bullet is automatically supplied if the number of bullets reaches zero.)



Mortar rocket . . . . One mortar is supplied.

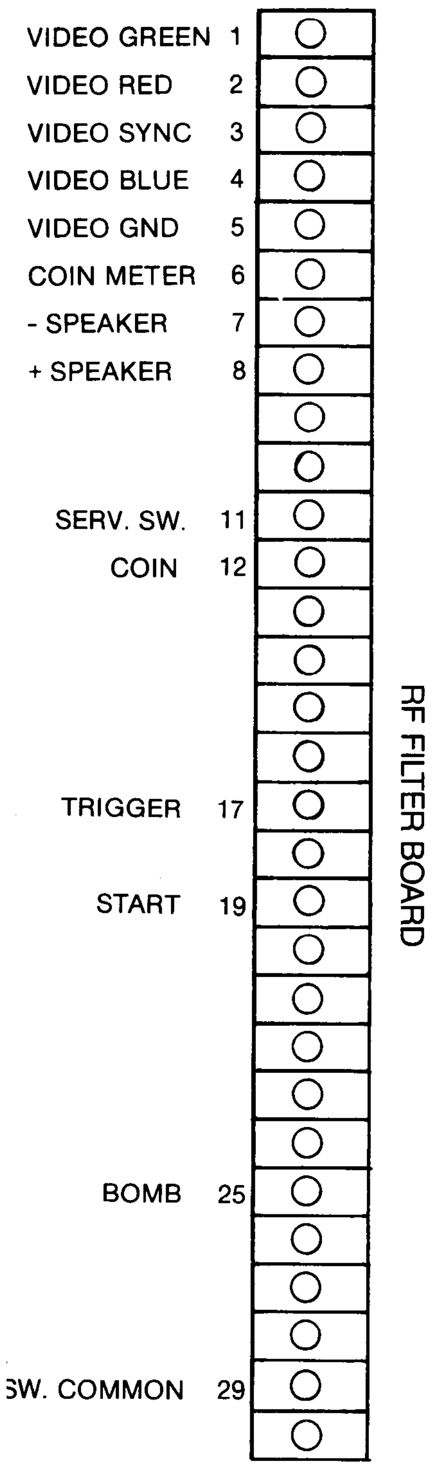


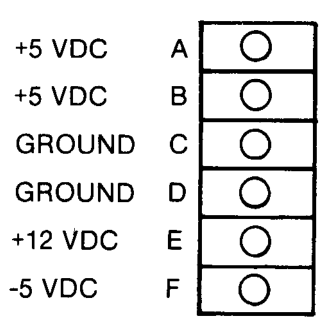
Power Drink . . . . 5 units of damage are recovered.



These items appear by hitting coconuts, condors, chickens, etc.

- Helicopters can be destroyed with 10 bullets or 1 rocket. Armored motorcars and patrol boats can be destroyed with 5 bullets.
- A scene is cleared when the number of enemies reaches "0".
- Game ends when the damage meter reaches the top, however, 3 units of damage are recovered by clearing 1 scene.
- If 1 hostage (at least) can have been rescued when clearing all scenes, the player can challenge the next round.
- The player also can challenge the next round if the player can clear 1-2 scenes besides the jungle, concentration camp and airport scenes.
- To continue play after loss of life, coins must be added under the time frame shown on the monitor. The game will then pick up where it left off.





DIP SWITCH SETTINGS

OPERATION WOLF has been designed with dip switches for operator-adjustable features for maximum earnings in your location. The dip switch chart provided in this manual will allow you to customize the game for your location.

P.C. BOARD & WIRING HARNESS

The P.C. Board sits in the drawer assembly on two tracks that allow it to move up and back for positioning. It is secured in place with two thumb screws. For removal of P.C. Board, disconnect the Wiring Harness by pulling out the Edge Connector Plug located at the right side of the P.C. Board, then remove the two thumb screws, to release the P.C. Board itself. Below are diagrams illustrating the proper wiring sequence.

OPERATION WOLF CONNECTING DIAGRAM

M CONN.

1	M+
2	M-
3	
4	TR 2

X CONN.

1	SND.R+
2	SND.R-
3	SND.L+
4	
5	SND.L-

H CONN.

1	GND.
2	GND.
3	GND.
4	GND.
5	+5V
6	+5V
7	+5V
8	-5V
9	+13V
10	POST
11	+12V
12	+12V

T CONN.

SOLDER SIDE			COMPONENTS
	A	1	GND.
	B	2	GND.
	C	3	GND.
	D	4	GND.
	E	5	OUT
	F	6	
POST	H	7	POST
	J	8	
	K	9	
	L	10	
	M	11	
	N	12	
	P	13	
	R	14	
	S	15	+5V
	T	16	+5V
	U	17	+5V
	V	18	+5V

G CONN.

SOLDER SIDE			COMPONENTS
SW GND.	A	1	SW GND.
VIDEO GND.	B	2	VIDEO R
VIDEO BL	C	3	VIDEO G
	D	4	VIDEO SYNC
	E	5	
POST	F	6	POST
	H	7	
COIN SW(B)	J	8	COIN SW(A)
" "METER(B)	K	9	COIN METER(A)
"LOCKOUT(B)	L	10	COIN LOCKOUT(A)
TILT	M	11	SERVICE
	N	12	START
	P	13	
	R	14	
	S	15	
	T	16	
	U	17	
	V	18	
	W	19	
VR 1	X	20	
VR 2	Y	21	TR 1
VR 3	Z	22	

OPERATION WOLF
DIP SWITCH SETTINGS

DIP SWITCH 1

		1	2	3	4	5	6	7	8
NOT USED		ON							
CONTINUE MODE	WITHOUT		OFF						
	WITH		ON						
TEST MODE	NORMAL			OFF					
	TEST MODE			ON					
DEMO SOUND	WITH				OFF				
	WITHOUT				ON				
COIN PRICING	1 COIN-1 PLAY					OFF	OFF		
	1 COIN-2 PLAY					ON	OFF		
COIN SLOT A	2 COIN-1 PLAY					OFF	ON		
	2 COIN-3 PLAY					ON	ON		
COIN PRICING	1 COIN-1 PLAY							OFF	OFF
	1 COIN-2 PLAY							ON	OFF
COIN SLOT B	2 COIN-1 PLAY							OFF	ON
	2 COIN-3 PLAY							ON	ON

DIP SWITCH 2

		1	2	3	4	5	6	7	8
DIFFICULTY	B	OFF	OFF						
	A	ON	OFF						
	C	OFF	ON						
	D	ON	ON						
NOS. OF MAGAZINE	6			OFF	OFF				
	7			ON	OFF				
	5			OFF	ON				
	4			ON	ON				
NOT USE						OFF	OFF		
						ON	OFF		
						OFF	ON		
						ON	ON		
DISCOUNT PLAY WHEN CONTINUING	WITHOUT							OFF	
	WITH							ON	
INSTRUCTION	JAPANESE								OFF
	ENGLISH								ON

FACTORY SETTINGS:	1	2	3	4	5	6	7	8
SWITCH BANK (A)	ON	ON	OFF	OFF	OFF	ON	OFF	ON
SWITCH BANK (B)	OFF	OFF	OFF	OFF	OFF	OFF	ON	ON

GUN ASSY

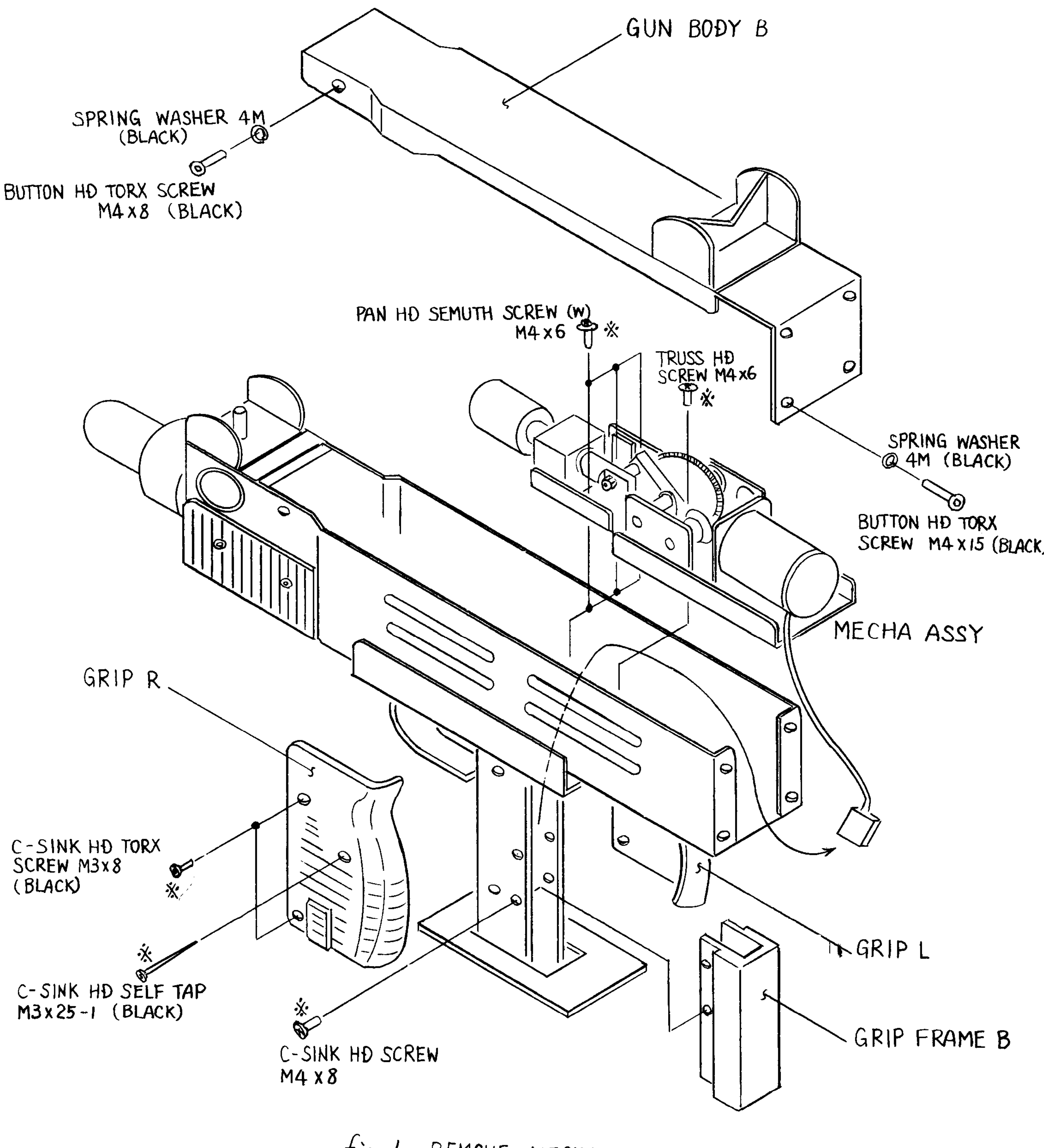


fig.1 REMOVE MECHA ASSY

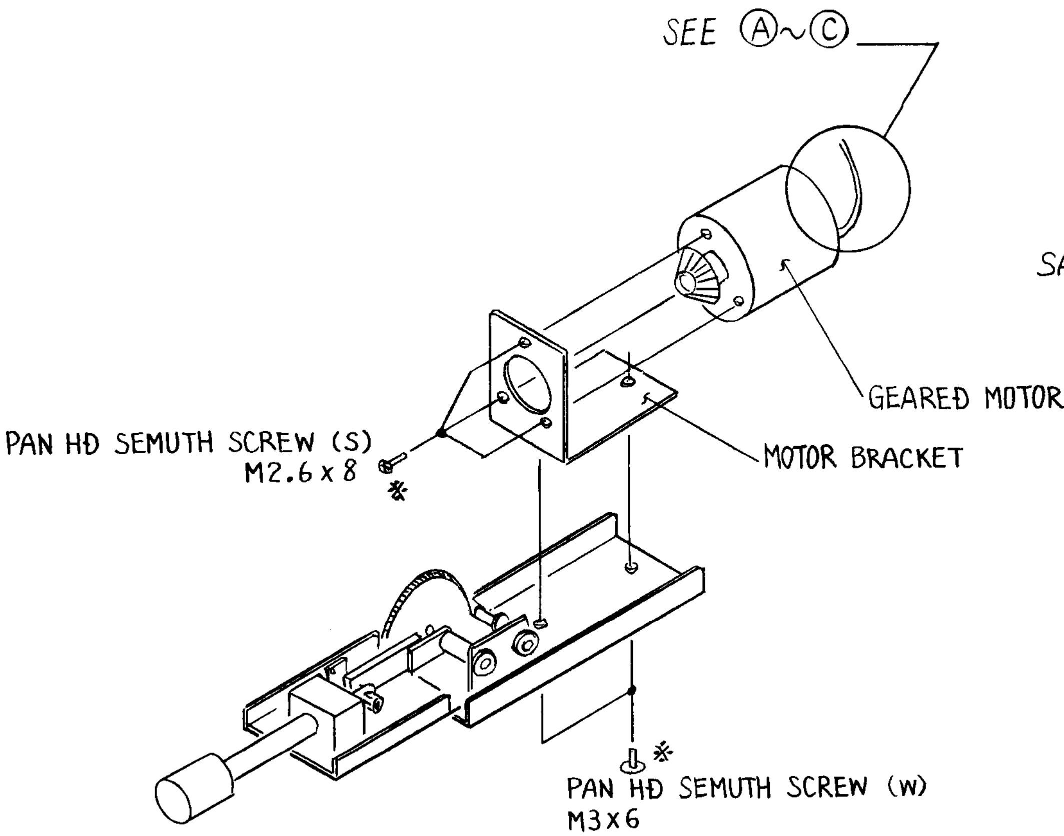
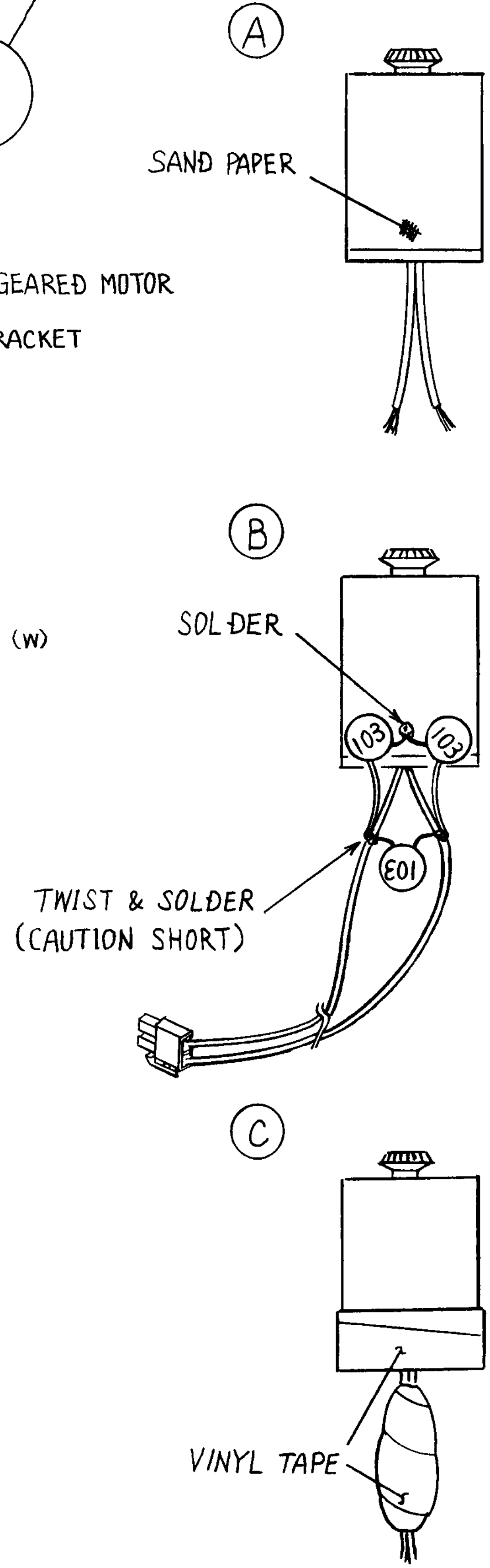


fig.2 REMOVE GEARED MOTOR



NOTES	MARK ※ ; USE LOCKTITE
	MARK ✯ ; GREASE UP

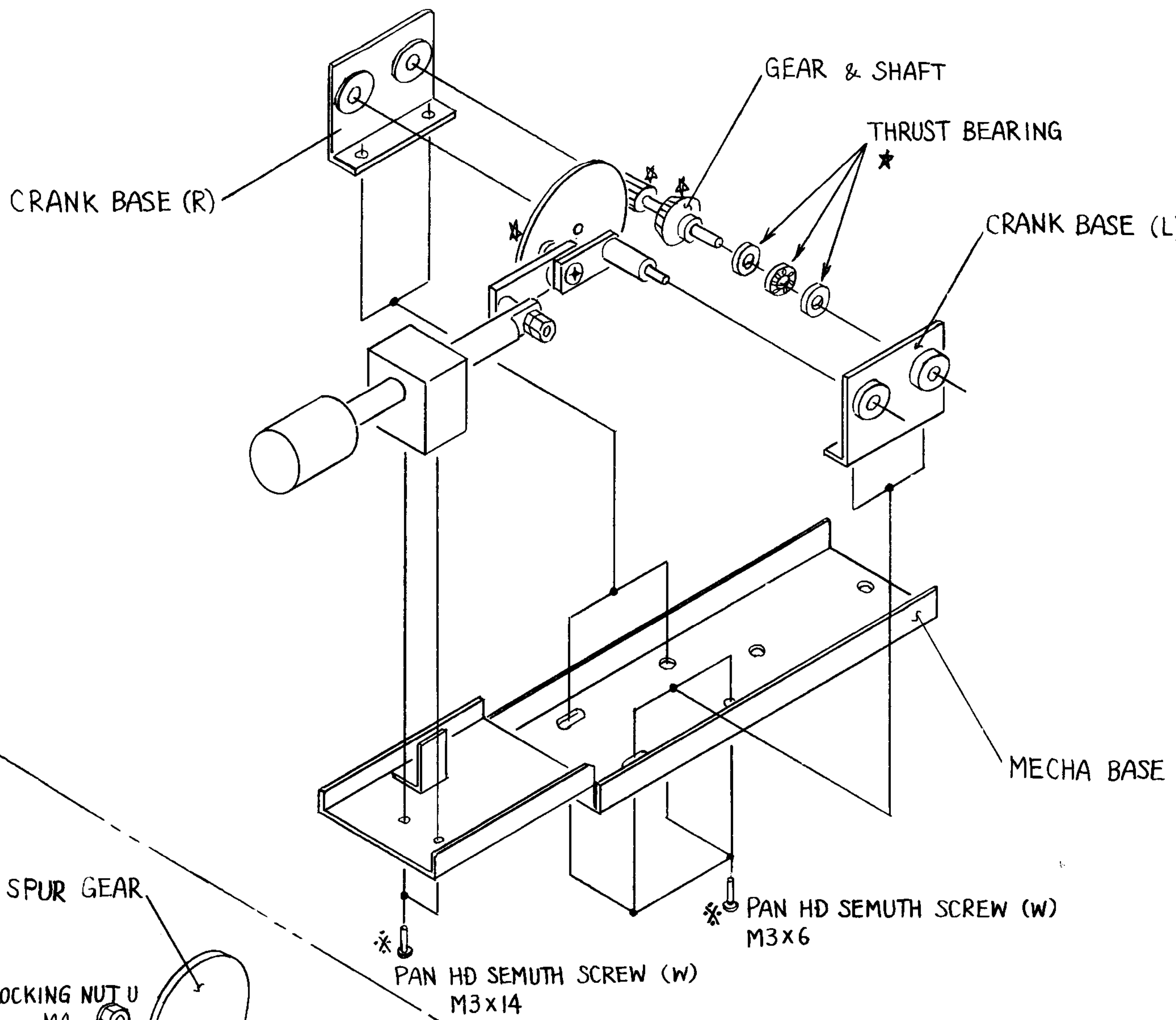


fig. 3

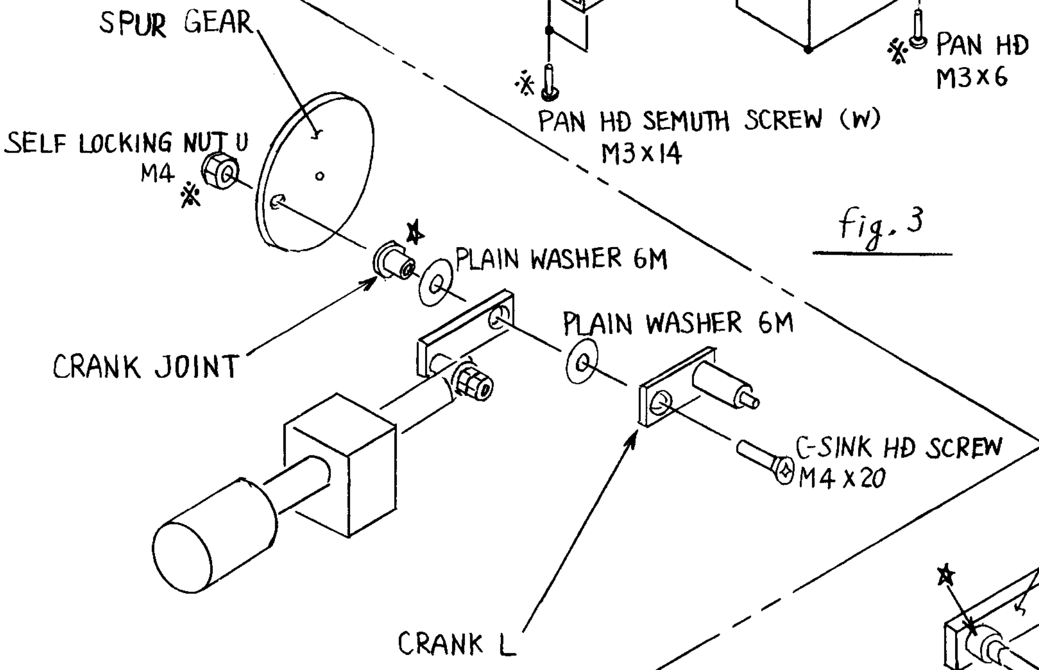


fig. 4

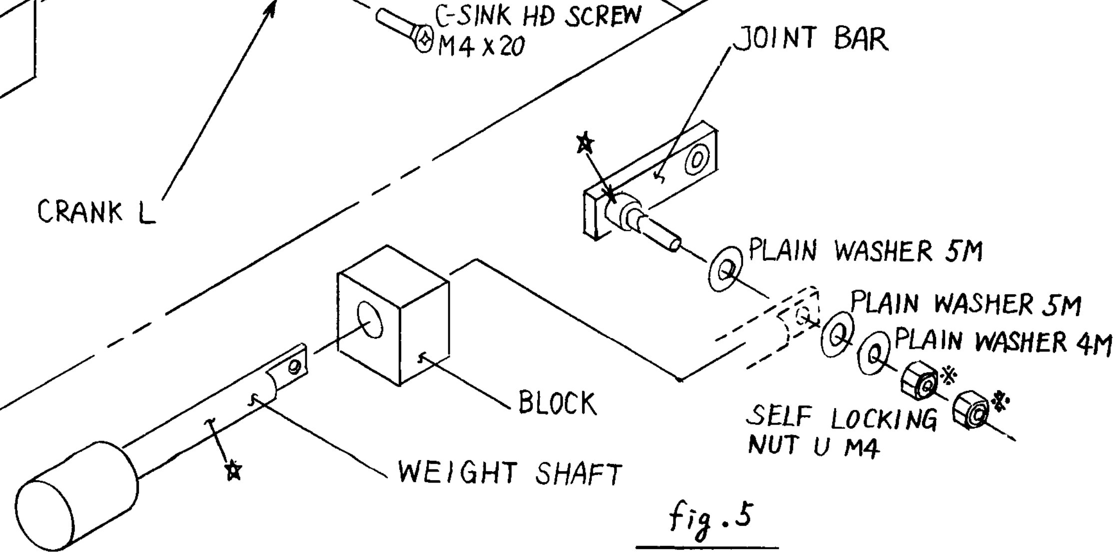
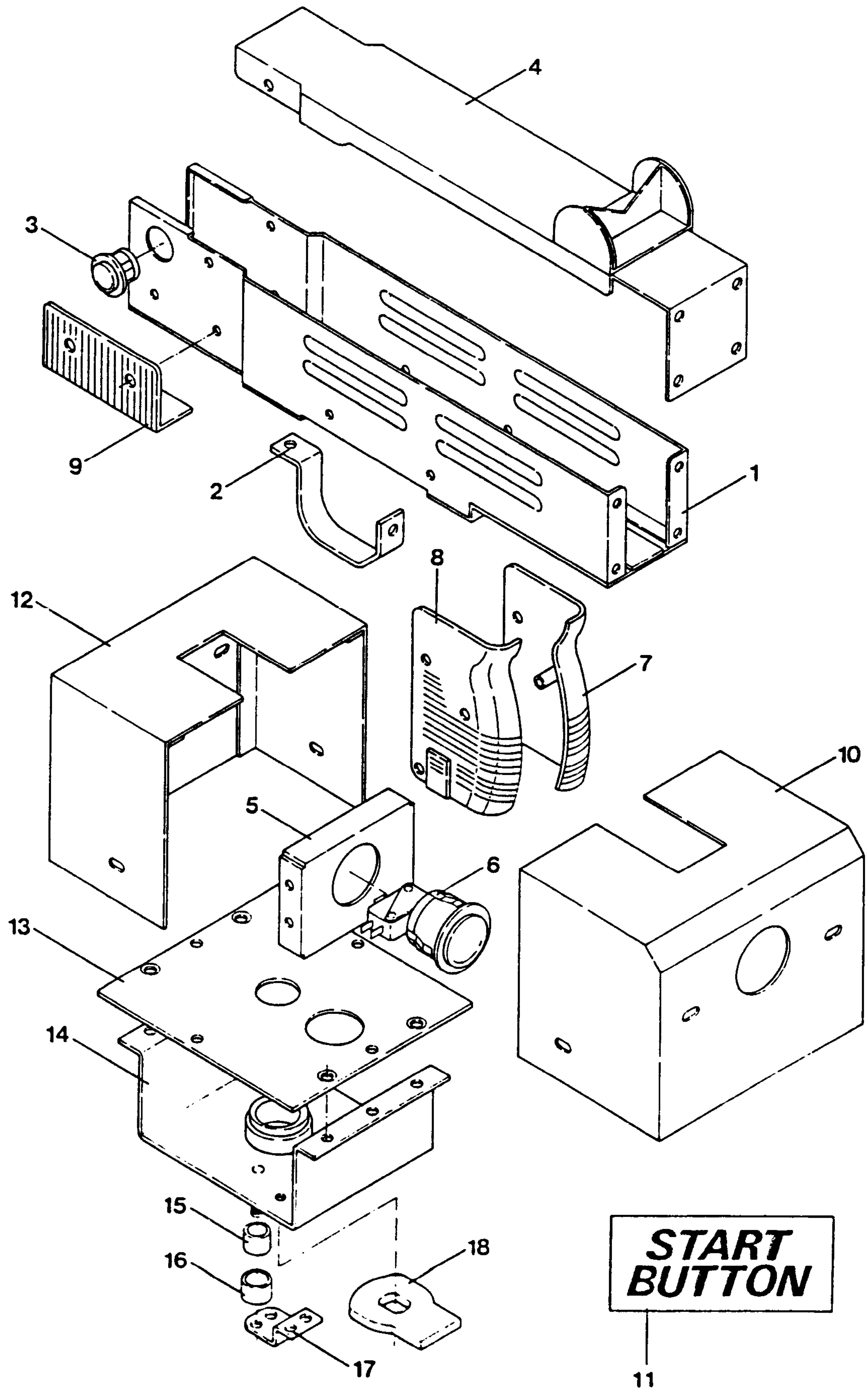
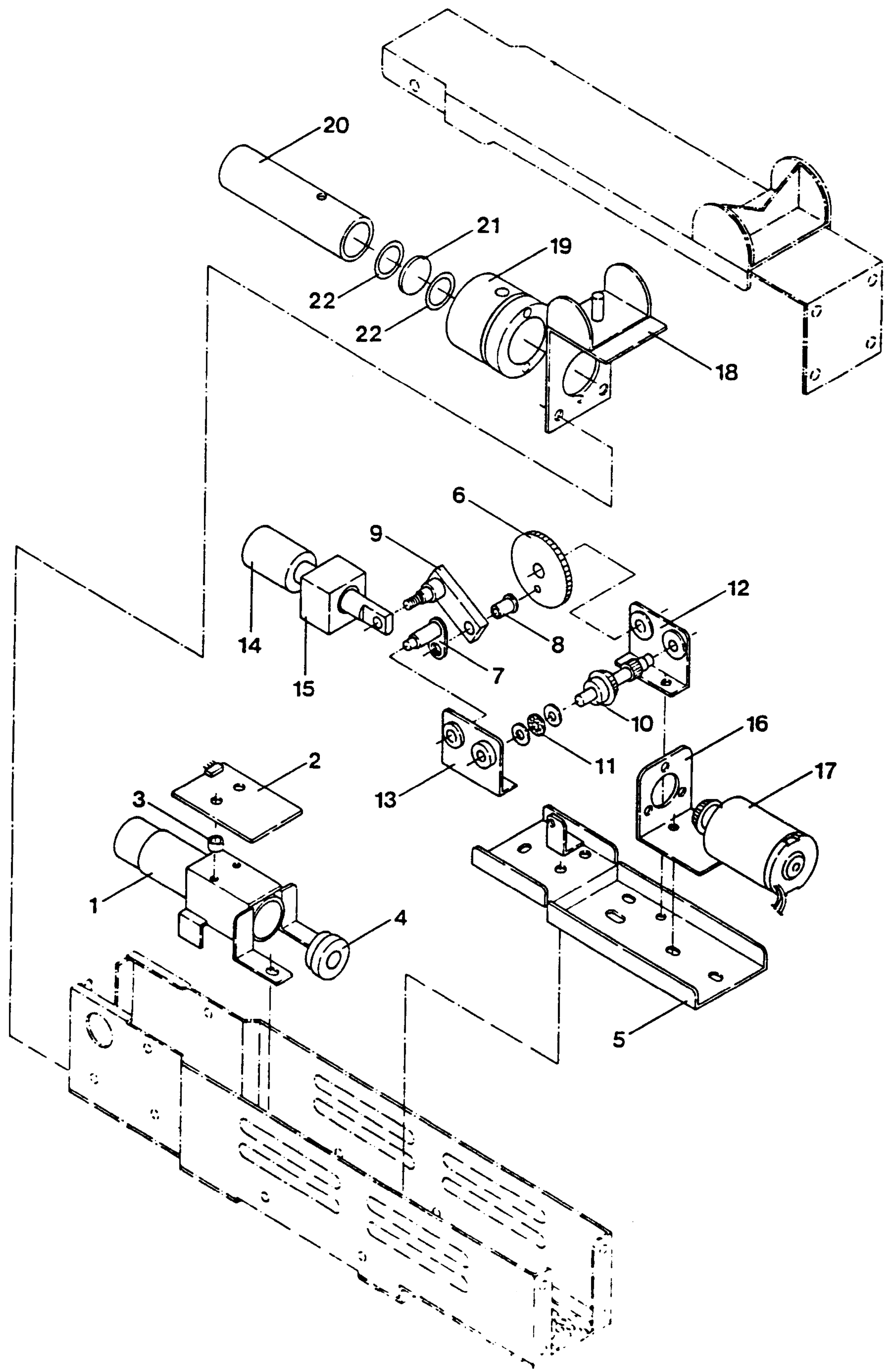


fig. 5

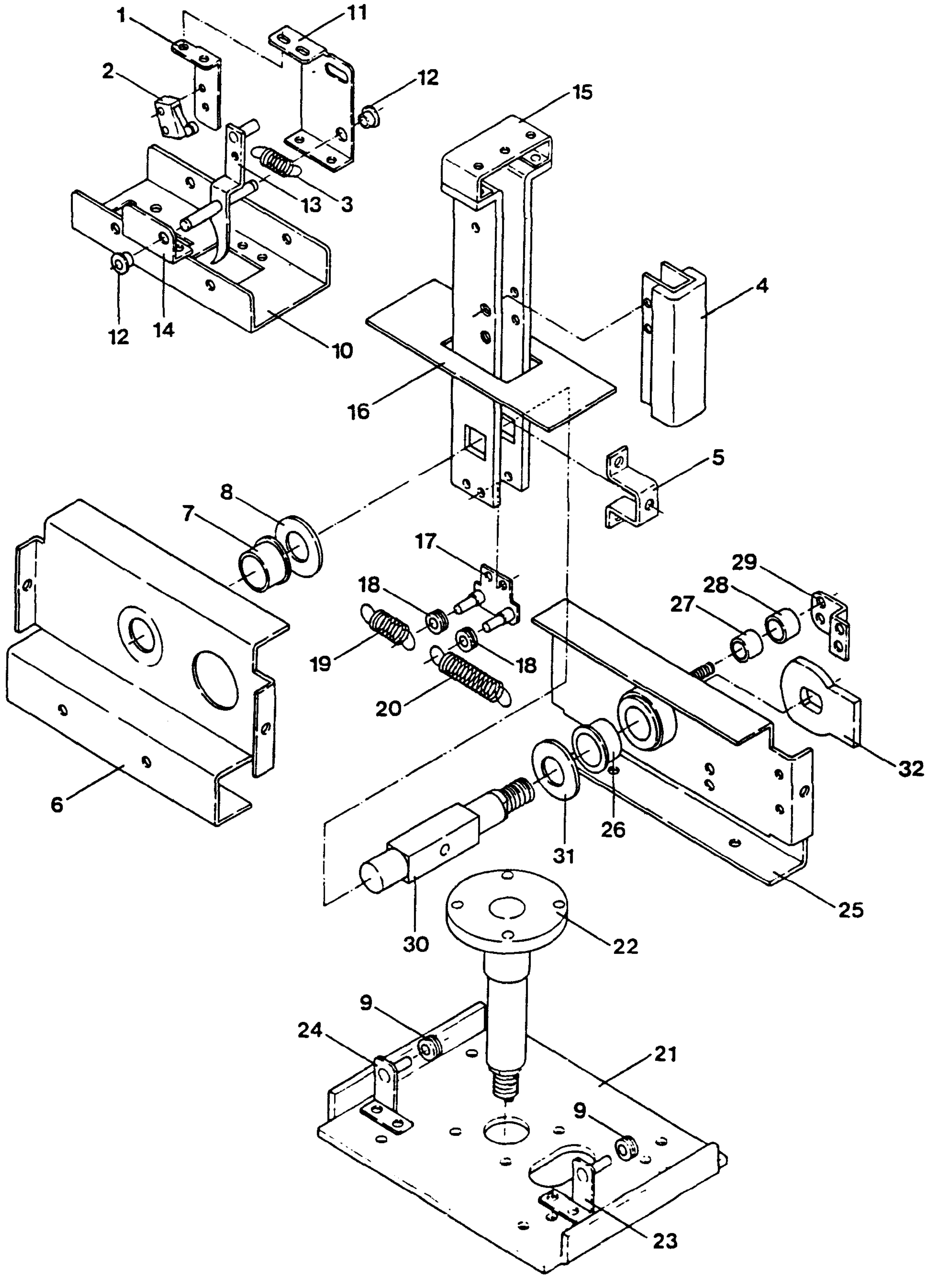
GUN ASSY



GUN ASSY



GUN ASSY


1
2
11
12
15
13
3
12
14
10
4
16
5
8
7
17
29
18
28
27
19
18
20
32
6
26
31
25
30
22
9
24
21
9
23

HOW TO REPLACE THE GUN ASSEMBLY

STEP 1 Remove the connectors of both 6 P and 9 P.

STEP 2 Remove the self locking nut M12, Spring washer 12M, Plain washer 12M, and Cam B from bottom of the Main shaft. (Refer to Drawing #1)

STEP 3 Gun assembly can now be removed from the control panel by lifting up and out.

STEP 4 The installation of the new Gun assembly can now take place by reversing steps 1 through 3. When installing, make sure the Main shaft of Gun assembly is carefully put into Gun base. The Bush pressed into Gun base assembly (B) may be taken off, which means Gun assembly will not be firmly fixed. (Refer to Drawing #2)

STEP 5 If you need to change the Gun base assembly (B), refer to Drawing #3.

FIG 1.GUN ASSEMBLY LOCKING PARTS

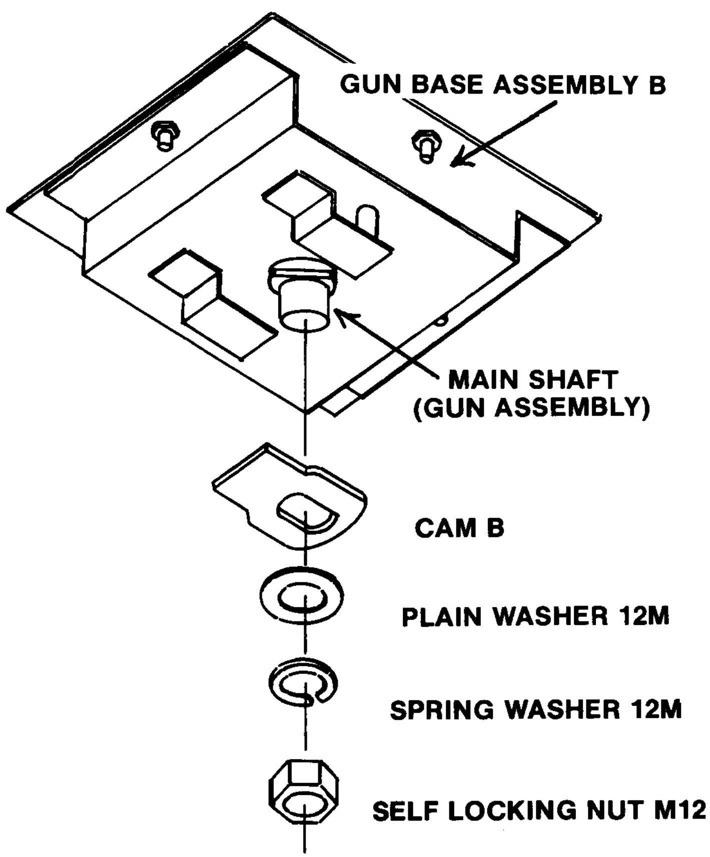


FIG 2.PRESS FITTED OILES BUSH

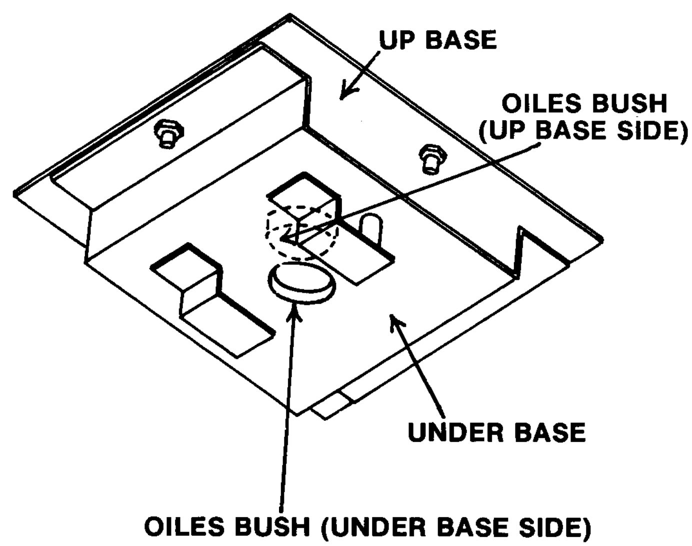
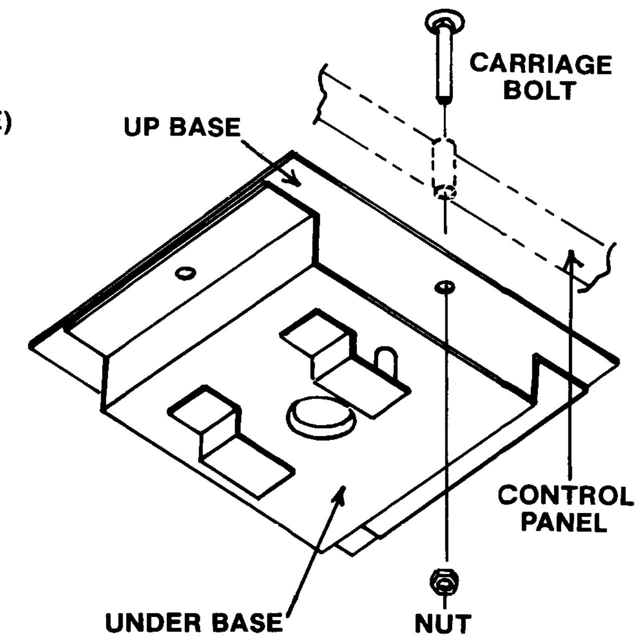
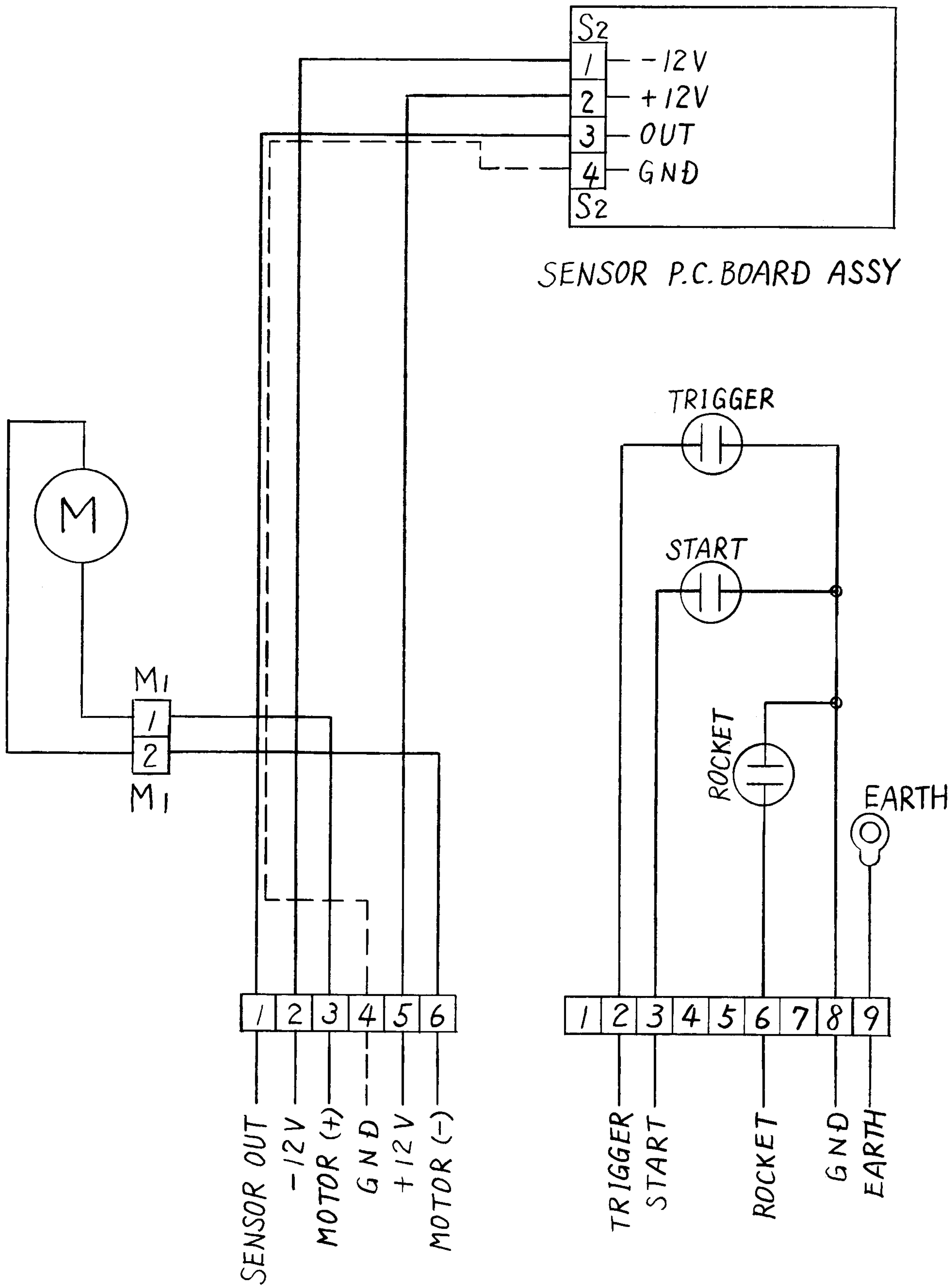
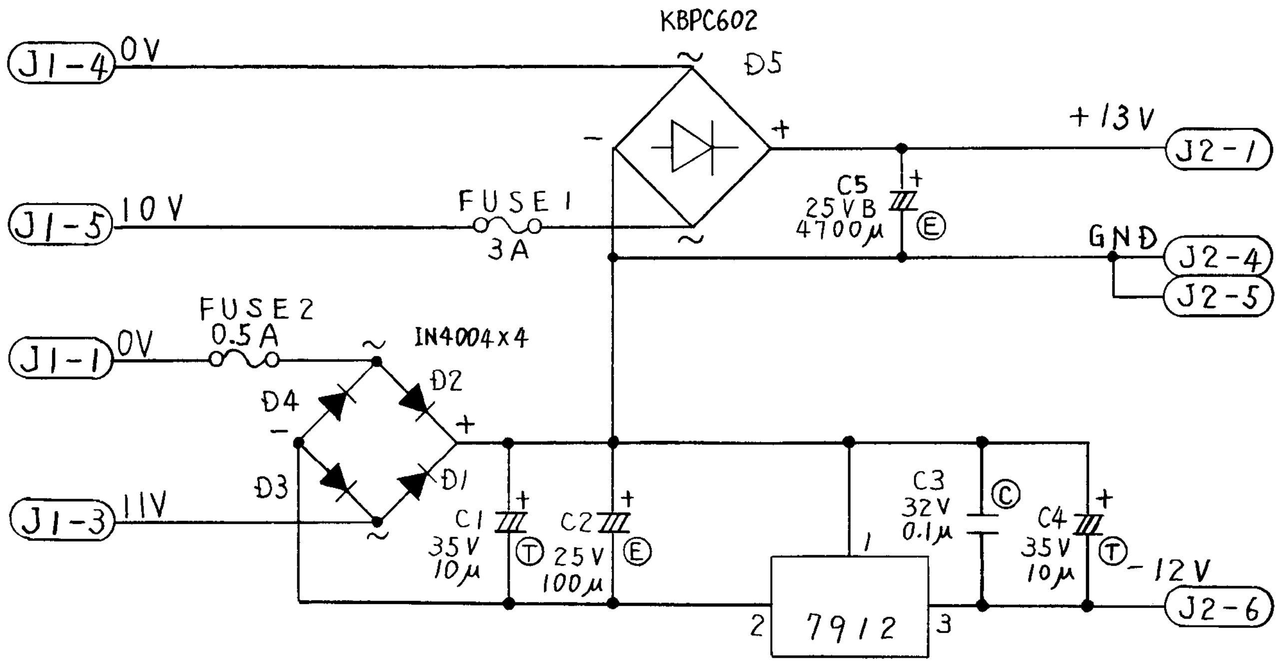


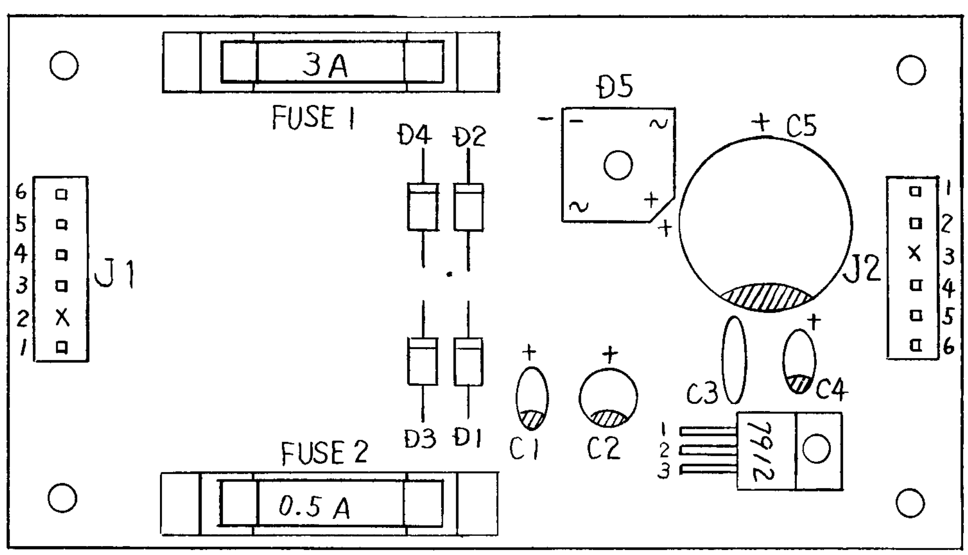
FIG 3.GUN BASE ASSEMBLY (B)
LOCKING PARTS



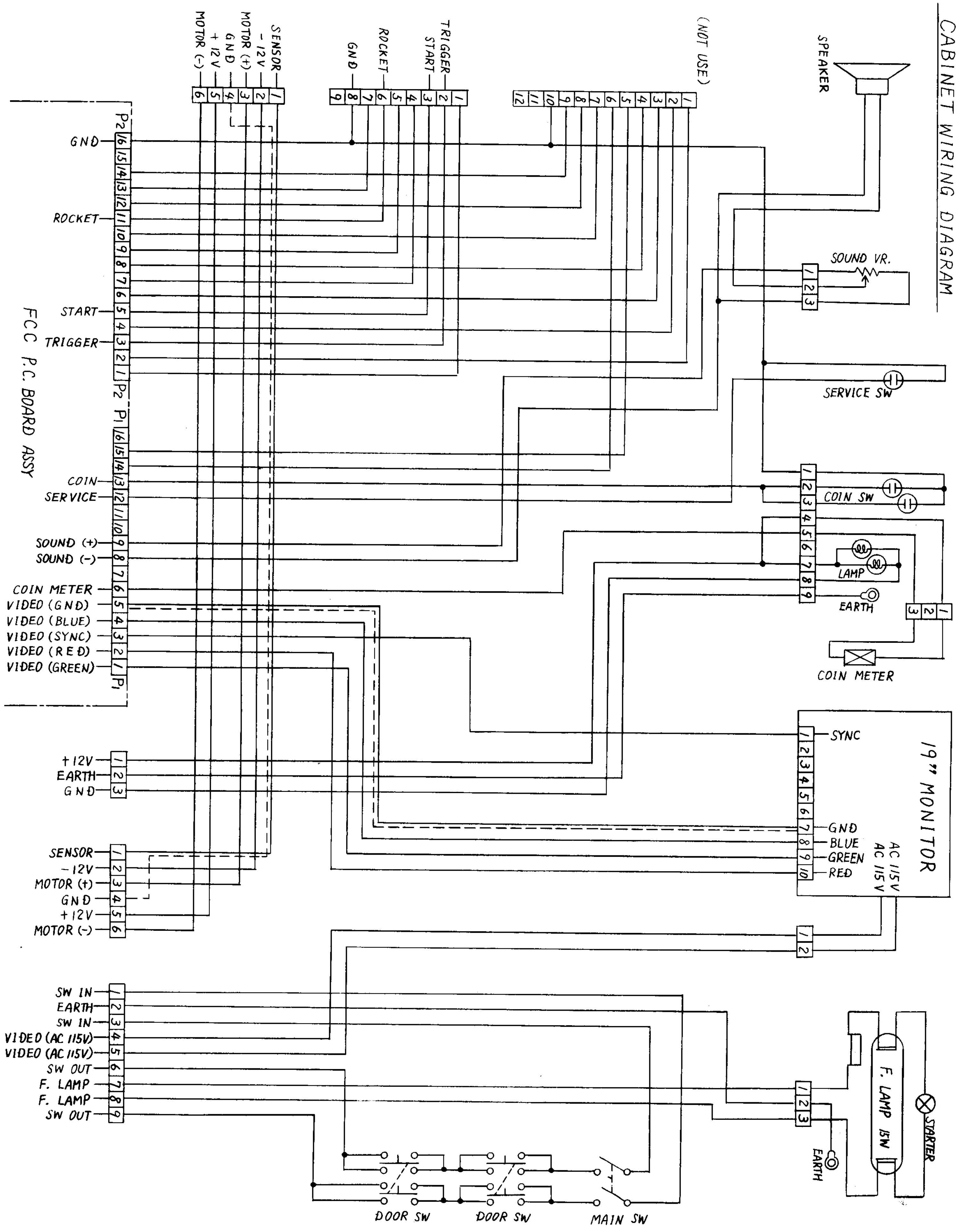


GUN ASSY WIRING DIAGRAM

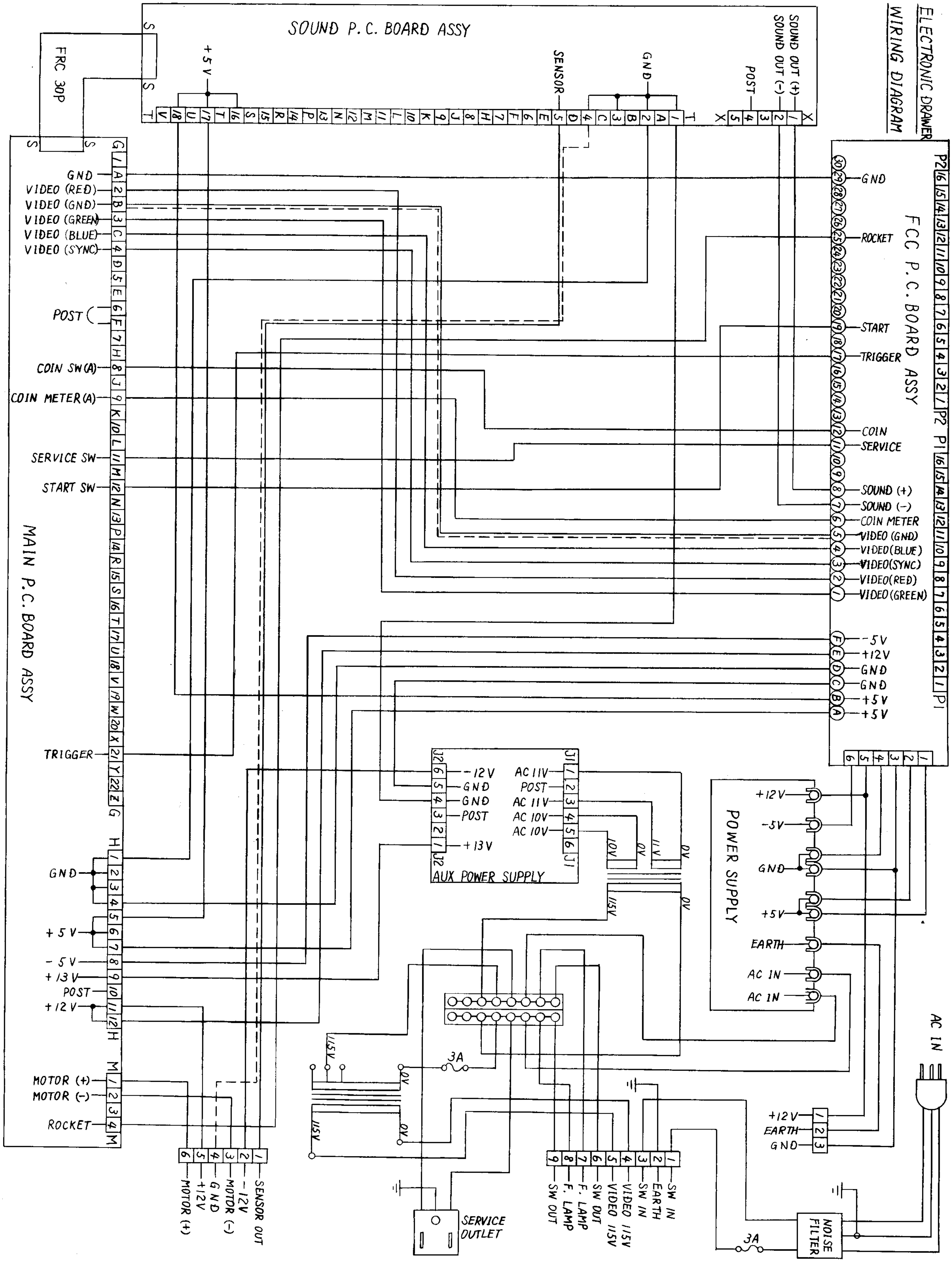




AUX POWER SUPPLY SCHEMATIC DIAGRAM


CABINET WIRING DIAGRAM
MOTOR (−)
+12V
GND
MOTOR (+)
−12V
SENSOR
GND
ROCKET
START
TRIGGER
(NOT USE)
SPEAKER
P2
GND
ROCKET
START
TRIGGER
P1
FCC P.C. BOARD ASSY
COIN
SERVICE
SOUND (+)
SOUND (−)
COIN METER
VIDEO (GND)
VIDEO (BLUE)
VIDEO (SYNC)
VIDEO (RED)
VIDEO (GREEN)
SOUND VR.
SERVICE SW
COIN SW
LAMP
EARTH
COIN METER
+12V
EARTH
GND
SYNC
GND
BLUE
GREEN
RED
AC 115V
AC 115V
19" MONITOR
SENSOR
−12V
MOTOR (+)
GND
+12V
MOTOR (−)
SW IN
EARTH
SW IN
VIDEO (AC 115V)
VIDEO (AC 115V)
SW OUT
F. LAMP
F. LAMP
SW OUT
F. LAMP 15W
STARTER
EARTH
DOOR SW
DOOR SW
MAIN SW

ELECTRONIC DRAWER WIRING DIAGRAM



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